SNS-BF-USA

BREATH of FIRE™

INSTRUCTION BOOKLET

SQUARESOFT®

SUPER NINTENDO ENTERTAINMENT SYSTEM®

SQUARESOFT®

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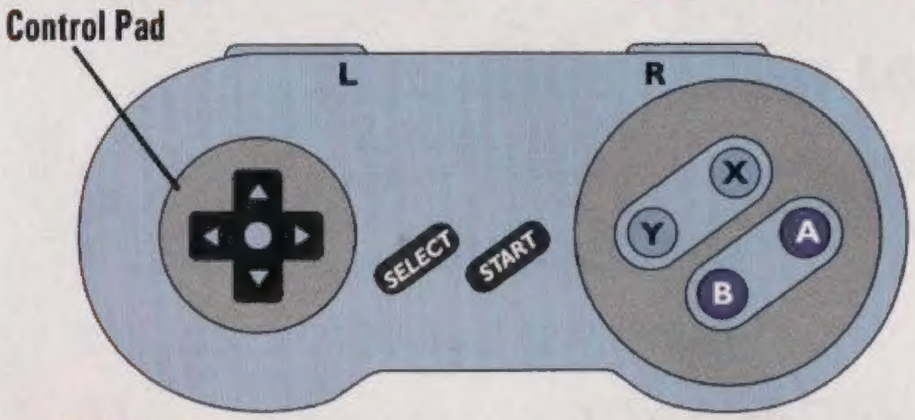
CONTENTS

CONTROLS 4
COMMAND SCREENS 6
IN THE FIELD 6
FIGHTING SCENES 11
CHARACTERS 14
LOG YOUR ADVENTURE 18
GETTING STARTED 19
COPYING FILES 20
ERASING FILES 20
SAVING FILES 20
GOODS AND SERVICES 21
INNS 21
STORAGE 21
SHOPS 22
DRAGON SHRINE 24
THE ADVENTURE BEGINS 25

CONTROLS



A Button See the next page.

B Button Press the B Button to back up one step in the Command Screens.

X Button Not used.

Y Button Not used.

L Button Not used.

R Button Not used.

Start Button If you have collected the Map, you can see it by pressing the Start Button.

Select Button See the next page.

Control Pad Use the Control Pad to move your characters in the field and to move the cursor in the Command Screens.

If you wish to change the button assignments, use the Option Mode in the In-the-Field Command Screen as explained on Page 10.

A Button

The A Button is the all-purpose action controller. You can use it to confirm your choices in the Command Screens and to perform actions in the field. Press the A Button to talk to characters in castles and villages and to open treasure chests and doors. You can also use it to search the area around your party. A tap of the A Button will let you know if there are any hidden items in your immediate surroundings.

Position your party leader next to another character and Press A.

If the character has more to say, an arrow will appear. Press A again.

To search for items in areas like chests or treasure boxes, press A.

Select Button

The Select Button is mainly used to access the In-the-Field Command Screen. In the Command Screen, you can manage the actions and attributes of your party members. See Page 6 for a complete description. You can also use the Select Button to look at the maximum Hit Points and Magic Points of your warriors in the middle of a fight.

Press Select to enter the Command Screen in the field.

Press and hold Select to see maximum points while fighting.

COMMAND SCREENS

Command Screens are used to give your characters special assignments. You can give them items to use or carry, position them in the party and check their status.

In the Field

One of the secrets to success in the world of the Dragons is careful management of your party. It pays to know the power and abilities of your warriors at all times and to make sure that they are ready to fight. While your party is traveling from one place to another, press the Select Button to switch to the Command Screen and take a look at how your party is doing. Here you can view the status of your party members, manipulate their items and equipment, and replace them with other characters.

The Item Selection entry in the Command Screen allows you to manipulate the items in your party's inventory.

With the Use Command, you can choose to use any of the items in your possession that apply to your current location.

This command will explain the use of any item in your inventory. Highlight the item, then press the A Button.

If you want to keep the most important items at the top of the list, you can move them by using this command.

If your item inventory is full, you can throw away items that you won't be needing by using this command.

Every warrior should be well-equipped. You can put the right weapons into the right hands with this command.

Your magic users will conjure up spells of your choosing when you use this command. The spells that can be used are shown in bold type.

As you defeat enemies in the world of the Light and Dark Dragons, the members of your party will become stronger. You can take a look at the current status of your warriors with this command. Then you can continue the fight and build them up to the next level.

LEVEL With more and more experience, your warriors increase their level of ability as shown here.

EXP The Experience line lets you know how much experience your warriors have.

HP The current Hit Points for your warriors and their current maximums are displayed here.

AP Magic users expend Ability Points with each spell. This shows how many points they currently have and how many they can hold.

Str. Certain warriors have more power than others. This entry increases with each new level.

Vigor It pays to be able to last in long battles. This line shows how well your warriors will hold up.

Agil. This entry shows how easily and quickly the members of your party can move.

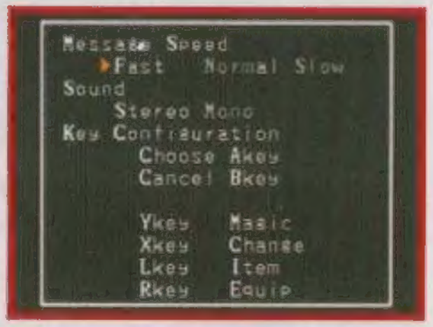
Wisdom The members of your party vary in how savvy they are. This entry explains which ones are on the go in the brains department.

Luck A little luck will go a long way in your quest to save the world. This entry will show who has it and who doesn't.

To put stronger characters in front and weak characters in the rear during battle, choose this command.

Use this command to rearrange your party and activate the four characters you wish to use at any given time.

The Option Command allows you to change the speed of the messages on the screen, select stereo or mono for the sound and change the button assignments. Highlight the desired entry and press A.



This command takes you back to the action. You can also press the B Button several times to return to the field.

Fighting Scenes

The Fighting Scene Command Screen appears automatically with every combat situation. This allows you to use the most appropriate strategy for each battle. In some cases, it pays to charge with everything you have. In other cases, it's best to run and live to fight another day.

By using this command, you have chosen to manage the strategy of each party member individually. This is the best option in challenging conflicts.

After you choose to have a warrior attack, you can select the enemy who will be on the receiving end.

If a warrior is on the brink of losing all of his or her Hit Points, it is a good strategy to defend.

Once you choose for a magic user to cast a spell, you can select which of the available types of magic will be used.

If the time is right to use an item, you can select and operate the item with this command.

In battles which involve enemies that can be defeated with a limited amount of effort, you can use the Auto Battle Command to get rid of them in a hurry.

If you've been ambushed and your main goal is to make it to a safe place in one piece, it might be best to run away.

You can take a look at the status of your party before you make your decision on how you will fight.

Fighters in the front of the party will attack stronger. Fighters in the back will defend.

If one of your warriors is low on Hit Points, it might pay to call in a replacement from among the warriors who are available to fight.

CHARACTERS

There are a total of eight characters who will join you at some point in the adventure. They each have their own special abilities. It pays to know these attributes when you are deciding who will be in the party.

THE HERO

This member of the Light Dragon Clan will be with you from the beginning.

Use the power of the Light Dragons to overcome the forces of evil.

By succeeding in tests of strength and courage, he will learn to transform into 9 different dragon types.

NINA

This princess of the world of Dragons is one of the winged warriors. She can take to the air and carry non-flyers with her. Nina is not the strongest fighter in the group, nor does she conjure attack magic. But, she can use her magic to recover her Hit Points and those of the party.

BO

This member of the party is a creature of the forest. When he leads the group, he can use his bow and arrow to hunt down animals in the field. Press the A button to shoot an arrow. He can also guide the group through areas with tall trees.

When Bo leads the party, you can explore the woods.

Bo's bow can be used to hunt creatures for food and items.

KARN

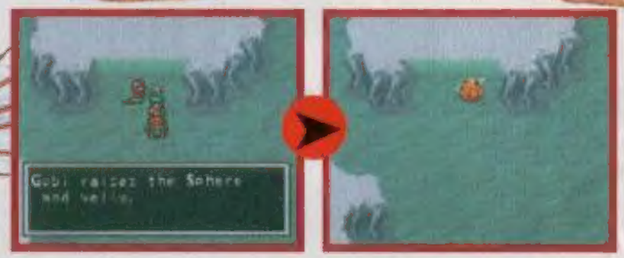
Sometimes it pays to have a thief on your side. Karn is a thief who is also a master lock-picker. If you come across a locked door or treasure chest, and you don't have the key, you can call on Karn to open it.

Use Karn's magic of transformation to meld with other warriors.

During the course of your adventure, Karn will learn to meld together with other members of your party and become a force to be reckoned with.

GOBI

This sea-worthy merchant values money over anything else. He will be able to provide weapons and other items to the members of your party for a price. He can also cast special spells for water travel.



OX

As a party leader, Ox will also slow down the rest of the group, causing more enemy encounters.

The strongest member of the party is mighty but slow. When Ox leads the party, you can use him to break through cracked walls with one swing of his hammer.

BLEU

The mysterious indigo warrior is a master of attack spells. She is a good character to have on the offensive. Bleu can also cast spells that will take your party out of dungeons and transport the group to different destinations. She will join your party late in the adventure.

MOGU

This little warrior has big claws which will prove to be a real help when you want to go underground. Mogu is a good digger with a flair for adventure.

LOG YOUR ADVENTURE

Getting Started

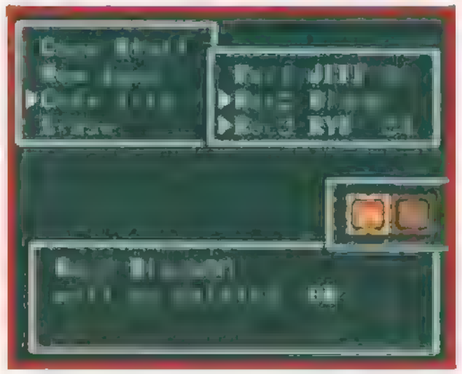
When you begin your fight to save the world of Dragons, you'll start with a new file to keep your adventure information. Select the New Game Option and press the A Button.

The Character Name Screen will appear. Choose a name for the hero (up to four letters) and press the A Button to confirm your choice.

The Option Screen allows you to change the message speed, the sound configuration, and the button assignments. You can access this screen in the game from the Command Screen.

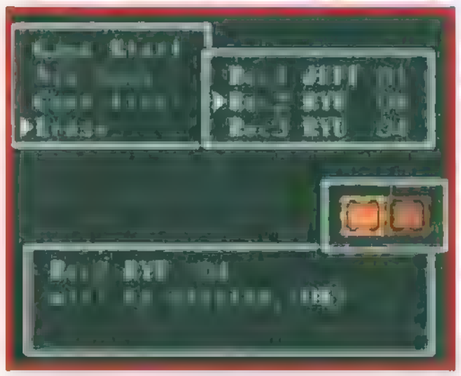
Once you've made your way through the introductory screens, you're free to start your adventure.

Copy Files



If you'd like to branch off and go in two different directions in your game, you can copy the information from your adventure onto another file. Then you can play and save the games separately.

Erase Files



If you'd like to make room for new adventures in your game's built-in battery, you can erase files that you are no longer using. Highlight the file in question and press the A Button to erase.

Save Files

There is a Dragon Statue in a building in every town. Walk up to this statue and press the A Button to save your progress. It pays to save often.

GOODS AND SERVICES

You'll find establishments in towns that offer items for sale and a place to rest. Make sure that you visit these places before you move on to each new challenge.

Inns

Inns provide a place for your party members to catch up on their sleep and get ready for their next adventure. A good night's rest recovers Hit Points and Ability Points.

Storage

If you've collected a lot of items and money on your adventures and you'd like to keep them in a safe place, visit a storage facility and store your stuff for no charge.

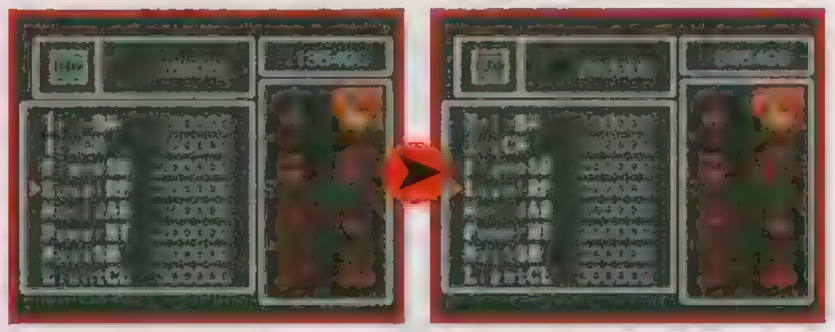
Shops

There are shops that sell weapons and shops that sell herbs, food and other items in every town. Save your cash and buy the best that you can afford.

Weapon Shops

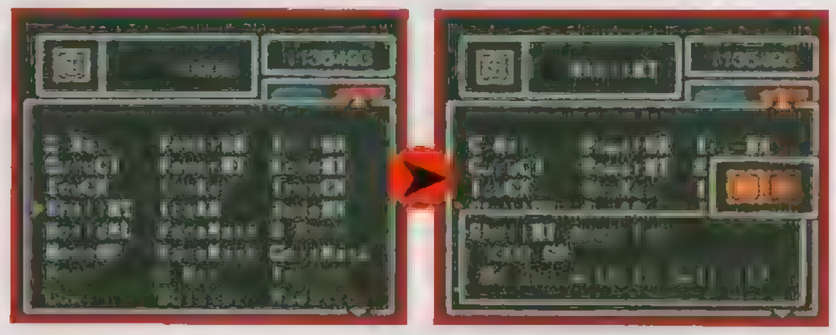
In order to take on the enemies of the Light Dragons, you should purchase the latest enemy vanquishing devices from these merchants.

Weapon merchants have a wide variety of items for sale. This option allows you to exchange cash for goods.



If you've got a weapon that you've grown out of, you can trade it in (with some cash) for something else.

Merchants buy used weapons for an amount that is less than their original purchase price.



Use this option to have the merchant explain the use of any of the weapons for sale.

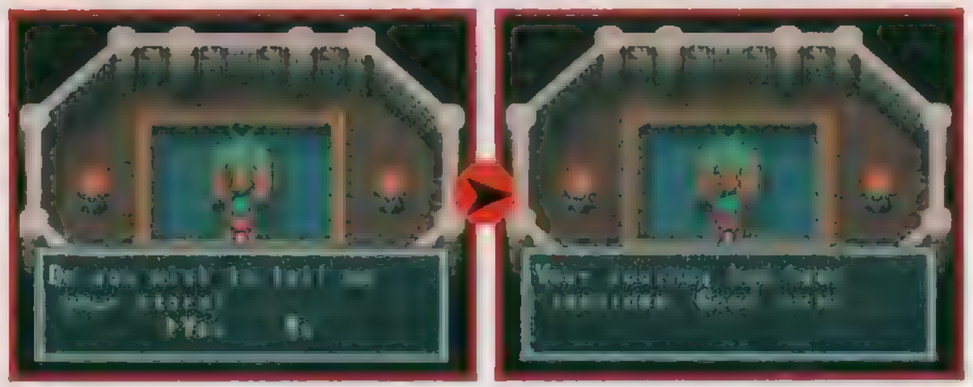
You can use this option to end your conversation with a weapon merchant and move on to the next encounter.

Item Shops

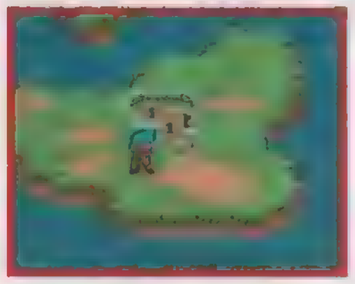
In Item Shops, you can purchase helpful objects including herbs, food, cures and fish bait. Every shop offers a different assortment of goods.

Dragon Shrine

You will find a building that houses a statue of a dragon in every town. If you walk up to the statue, then press the A Button, you'll have the option to save your progress on the game's built-in battery.



THE ADVENTURE BEGINS



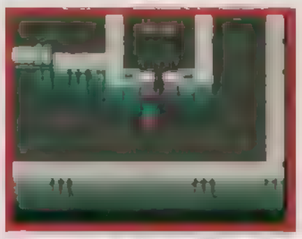
Drogen

After many years of peace, the Dark Dragons have amassed an army and have begun to take the land by force. The world needs a hero.

Camlon Castle

A band of ruthless monsters have descended upon Camlon Castle. As the hero of the Light Dragon Clan, you are the only hope for the kingdom. It is up to you to enter the castle and do away with the offending beasts.

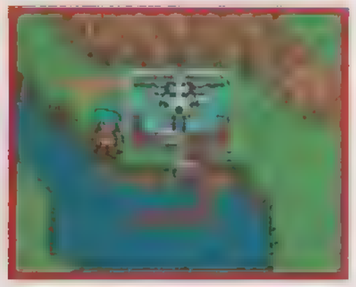
Water of Recovery replenishes the hero.



To open a door, like this one, push the A button.

The monster of the castle is a huge toad.

Nanai



A series of earthquakes is rocking the world. Travel to Nanai by night and stop the quakes by shutting off an earth-shaking machine in the town's underground.

Journey to the underground of Nanai.

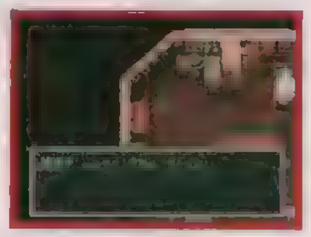
Take on a powerful agent of the Dark Dragons.

Turn off the powerful earth-shaking device.

Winlan

With the earthquakes gone, you can move on to the town north of Nanai where the King has been poisoned by opening an evil letter. This is the work of a Dark Dragon wizard. As the hero sleeps, the King's daughter will take matters into her own hands.

The Hero falls asleep. Suddenly, you have control of Nina. Now she can go to the Town of Karma..



There is food in the house. Eat it! You'll recover some HP.

Forest to Karma

As Nina, the King's daughter, begins her solo journey to save her father, she encounters a host of evil forest-dwelling creatures such as poisonous spiders, and beetles. It's important to bring plenty of antidote.

Towers of Karma

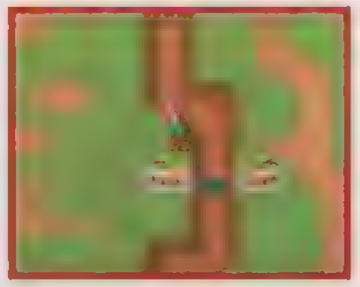
There are two towers in the town of Karma. You'll end up climbing one of the towers, then crossing over a bridge to the next one. This is where you'll find the antidote for the King.

Defeat the agent of the Dragons in the first tower.

Push a button to make a bridge and cross over.

Save your progress at the top of the second tower.

Tantar and Tuntar

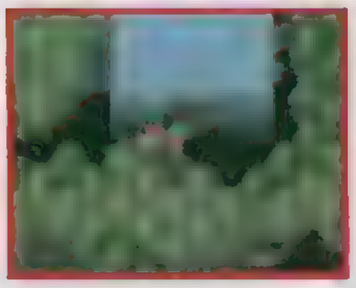


With the King of Winlan saved, you are free to move on to a pair of towns to the East. There are Black Dragon forces working in these towns. Take the Iron Ore to the Blacksmith and have him make a Saw.

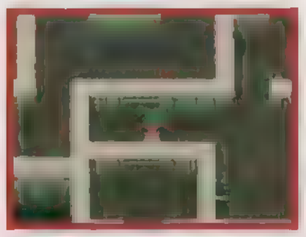
Forest to the Dungeon

You'll need the Saw in order to cut your way into this misty, wooded area. Cut through the log in the path and move on to the Black Dragon Dungeon to search for the abducted Chief.

Dark Dragon Dungeon



The Chief is being held captive in this dingy, underground hideout. There are two passages to follow. The shortest route is peppered with hidden holes. The long route is safer, but it may take more time to complete.



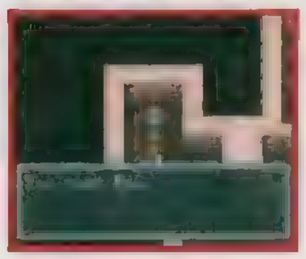
The short route through the dungeon includes holes.

A guardian of the Dark Dragons waits at the end.

Bo will join your party in the Dungeon.

Romero

Once you've saved the Chief from the dungeon, you'll be free to move through the woods to Romero with Bo in the lead. The people of Romero need the Cleansing Water from the cave in the West. In order to carry the water, find the Water Jar in the tomb at Romero.



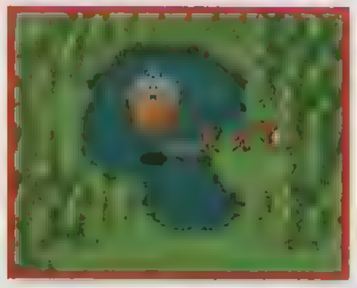
You'll receive a map of the world in this town.

Talk to the woman in the graveyard at night.

Cave of Cleansing Water

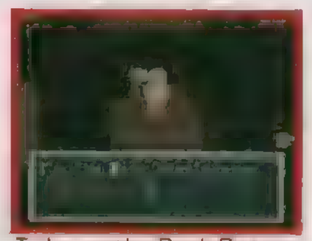
After you get the Water Jar in the tomb at Romero, you can go to the cave in the South West and fill the Jar with Cleansing Water. The Water will rid the town of zombies and you will be rewarded with the Stone Tablet.

Agua

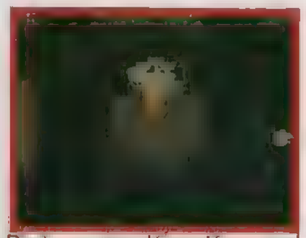


The floating island of Agua appears when you use the Stone Tablet at the lake. This is where you will find the King Key which operates the Stone Robot north of Tantar and Tuntar. The Robot will help you bring water back to the dry river.

Use the Stone Tablet to gain access to the island.



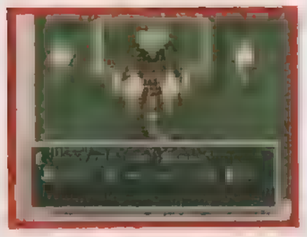
Take on the Dark Dragon guardian of the island.



Pick up the King Key and move on to the Robot.

Stone Robot

The Stone Robot north of Tantar and Tuntar is capable of destroying the boulder that blocks the river. Enter the robot through its right foot, then use the warp chambers to make your way to the controls.



A knight blocks the path inside the Stone Robot.

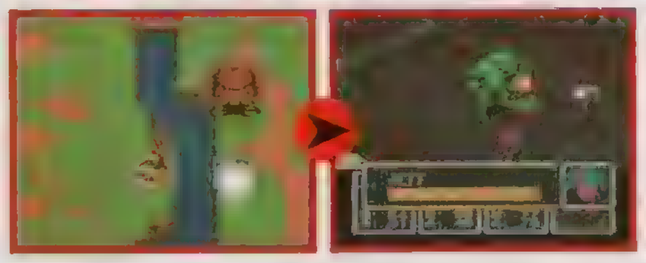
Use the warp chambers to get to the top.

Use the Robot's laser to break the big rock.

Water Cave

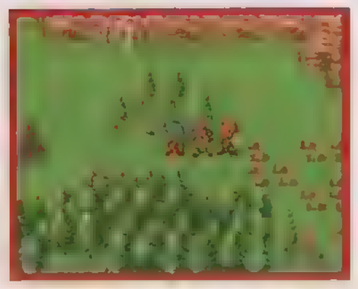
Once you've been rewarded for bringing water back to the river between Tantar and Tuntar, you can move on to a cave that was revealed from the drop of the water line in the lake. Here, you will find a very valuable Ring.

Return to the Stone Robot



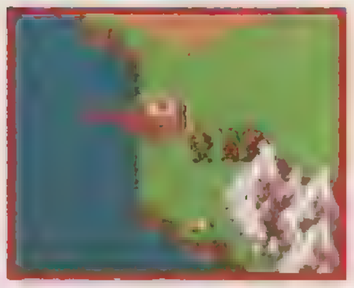
The Black Dragons have taken control of the Stone Robot and have destroyed one of the villages. It's up to you to fight back.

Dragon Training



The eruption of a volcano in the area has created pools of lava which have since dried. You can walk over the lava beds to the ancient building of the Dragons where the magic of transformation is taught. Train here.

Auria



The rich man in this town will allow you to borrow his ship if you can rescue his daughter from the safe that she is locked in. Talk to the people in the town, collect money and buy a Gold Bar. Then leave and seek out someone who can open the safe.

This man needs Vitamins. He'll give you money in exchange.

Help this character with sore muscles and make more money.

Find this woman's son in the forest and collect a reward.

Bleak

Beyond this town is a very hot desert which you will not be able to endure unless you have the Icicle to keep cool. Give the Gold Bar to the leader of the town and he will give you the Icicle in return.

Arad

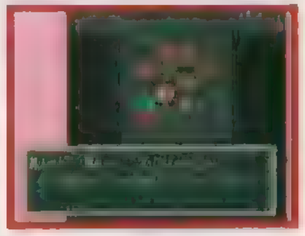
The desert town of Arad has been attacked by a giant Sand Worm. If you can defeat the creature, an old man will give a Fife to you in gratitude. This instrument will prove to be helpful in Krypt. While you're in Arad, you can stay at the Inn for free.

Krypt

The thief, Karn, is in this dark catacomb. Use the Fife to enter, then search the passages for Karn. If you try to open the treasure chests without Karn, you'll set off traps. Wait for the thief to join your party, then open the chests with him in the lead.

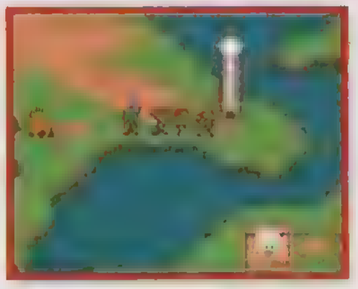
Don't open the treasure chests unless Karn is with you.

Go up against the evil EyeSpy of the Krypt.



Meet up with Karn and have him join your group.

Tower of Light and Dark



With Karn in your party, you can enter the Tower of Light and Dark and retrieve the Mirror and the Key of Darkness. Assign Karn to the front of your party and have him unlock the doors of the Tower.

Karn can unlock doors if he leads the party.

Fight the guardian of the Tower for the Mirror.

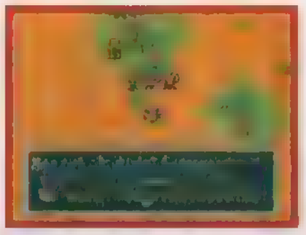
This is the hiding place for the Key of Darkness.

Voyage

By saving the rich man's daughter, you have earned passage on his ship to Scande. Dark Dragon Pirates, knowing your plans, stop the ship in mid-voyage and send it to the bottom of the ocean.

For a Gold Bar fee, Gobi will give you a barrier-blasting Bomb.

An Octopus ambushes the party. Fight it or be washed out to sea.



You'll end up on a small deserted island.

Prima

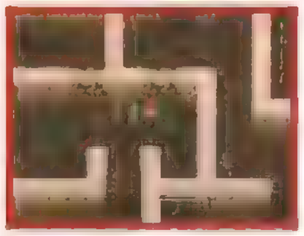
Being a Fish, Gobi can swim to the merchant city of Prima. There are many shops here which sell items at various prices. There is also a Guild Leader who is anxiously awaiting goods from Gant.

Gant

The people of the town of Gant are not able to deliver their goods because the Dark Dragons have taken most of the townspeople to Nabal to work on a secret weapon. Get the goods and take them to the Guild Leader in Prima in exchange for the Gills.

Nabal

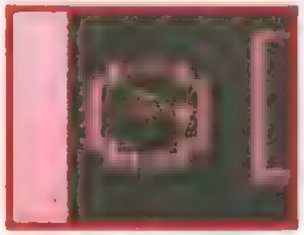
By using the Gills, you can bring the party back together. Ox will join you in Prima and, with the power of his Hammer, he will break through the barriers in the castle. Then you can fight on and save the people of Gant.



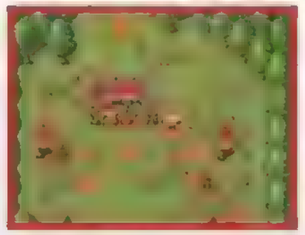
Ox can break some of the walls in the fort that leads to the Castle.

The guards of the Castle will block your way.

The weapon collector southeast of Prima asks for a Boomerang.



Find the Boomerang inside the Krypt.



If you touch the Egg, you have to fight the GrimFowl.

When you beat the GrimFowl, they will follow you. Walk very slowly!

If the GrimFowl has followed you, it will rush into the Castle.

Battle the Boss of Nabal Castle and free the people of Gant.

For saving the towns-people, you will receive a Statue.

Wisdon

The mystic character, Bleu, is in the town of Wisdon. By bringing the statue to her, you can wake her up and get her advice. Bleu will give you an Old Egg which will destroy Dark Dragon ships if it is placed in a volcano.

This creature is one of three that you'll meet in Windom.

The Red Guardian follows the Blue Guardian.

The Green Guardian is the last and most challenging.

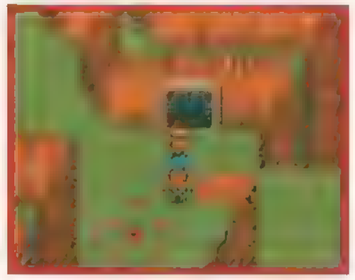
Deep Sea Volcano

As you toss the Old Egg into the volcano, the Dark Dragons will attack the town of Prima. When the monster hatches, it will come out of the volcano and take on the Dark Dragon army.

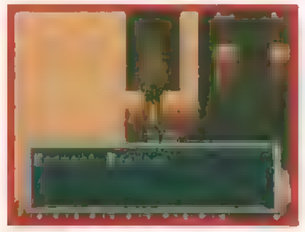
Gust

Once the Dark Dragons have been chased away from Prima, you can venture to the Northwest to meet an old man. This wise being will teach Karn the secrets of transformation.

Laboratory



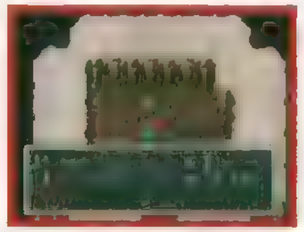
Your quest to stop the Dark Dragons and retrieve the Oil leads to a laboratory north of Gust. The lab is full of experimental creatures, including the very strong Horn Toad.



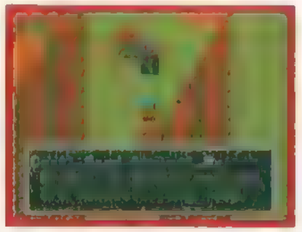
The Laboratory is packed with strange creatures.

The enemies will shrink your party down to insect size.

Return to your normal size and fight the Ruga-X.



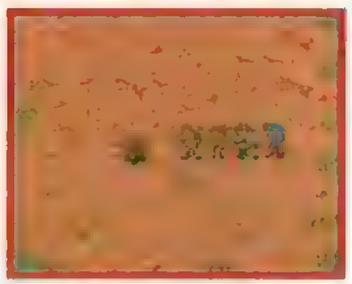
Find the Frog cave and get the oil.



Watch for wild plants! Flower-X is a tough one.

Most Toads are harmless, but this one aims to defeat you.

Gramor



Mogu is having a bad dream and he cannot wake up. The only way to bring him back to the conscious world is to get the Bolster Pillow, enter Mogu's dream, and conquer the villains inside. Seek out the Bolster in Tunlan.

Tunlan

The people of Tunlan communicate with a language of music. The only way to understand what they are saying is with the Cowl from Gramor. The only way to speak to them is with the Maestro from Gust. Talk to everyone and find the Bolster.

Mogu's Dream

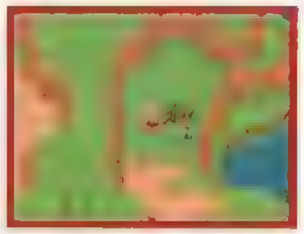
When you use the Bolster near Mogu, you'll fall fast asleep and enter Mogu's dream. Mogu's emotions have separated from each other. He cannot fight without his Courage. You must find it for him.

Tower

Go to the Tower in the dream and push the red and blue switches to reach the enemies of the world and retrieve Mogu's Courage.

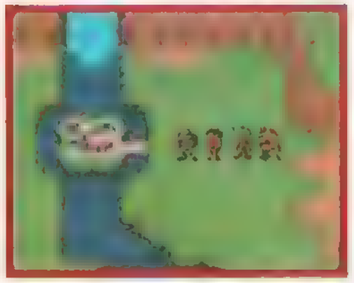
Zoom fights with strong spells. Watch out.

Use conventional weapons against the Moth.



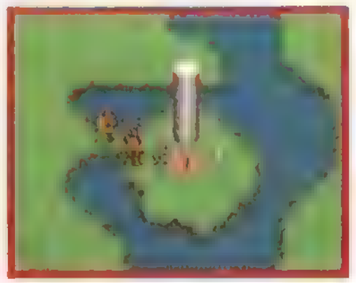
Use Mogu to dig at the Dragon footprints

Village of Spring



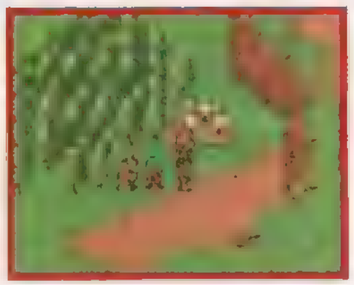
This normally lush and green village is covered with snow and ice. It's up to you to search for a way to bring warmth back to the town.

Tower of Sky



By beating Mote in the Bad Dream Tower, you can enter the Tower of Sky and find a way to return the town of Spring to its normal state.

Carmen



Time has frozen in the town of Carmen. You'll need the Time Key in order to make the people of the village move again. Look for it to the East of the town.

The adventure to stop the plans of the Dark Dragons continues.
If you need game play assistance,
call the **Square Soft Game Counselors.**

(206) 861-0303

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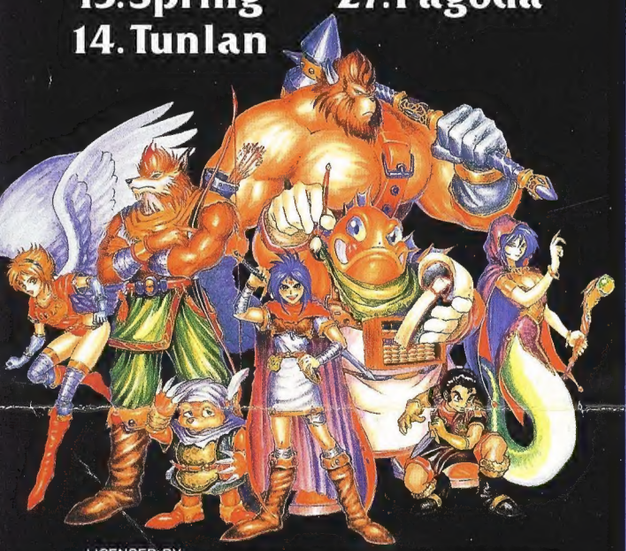
BREATH of FIRE

THE WORLD MAP

1. Drogen
2. Nanai
3. Winlan
4. Romero
5. Gust
6. Camlon
7. Tantar
8. Tuntar
9. Agua
10. Auria
11. Bleak
12. Arad
13. Spring
14. Tunlan
15. Gant
16. Scande
17. Carmen
18. Gramor
19. Wisdon
20. Karma
21. Prima
22. Krypt
23. Nabal
24. Tock
25. Spyre
26. Obelisk
27. Pagoda



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P-SNS-BF-USA(A)
PRINTED IN JAPAN

WEAPONS

NAME	WEIGHT	AP	PRICE	ITEM	USER
Dirk	1	5	50	X	Hero
BronzSD	3	12	700	X	Hero
Sabre	2	8	400	X	Hero
Scythe	3	20	1200	X	Hero
LongSD	4	26	2500	X	Hero
DragonSD	20	110	-	X	Hero
Power SD	8	62	8000	X	Hero
WingSD	8	96	10000	X	Hero
EmporSD	1	255	-	O	Hero
BrokenSD	15	42	100	X	Hero
FlameSD	10	122	20000	X	Hero
Sickle	6	50	6500	X	Hero
BroadSD	5	34	5000	X	Hero
MystSD	3	100	40000	X	Hero
ShortRP	1	5	400	X	Nina
Rapier	4	10	1500	X	Nina
IronRP	5	14	2000	X	Nina
PoisonRP	5	20	3000	X	Nina, Hero
LightRP	2	10	80	X	Nina
FlameRP	5	28	5000	O	Nina
WingRP	2	34	7000	X	Nina
BronzRP	2	7	800	X	Nina
EvilRP	7	55	20000	X	Nina
ThundrRP	6	46	9000	O	Nina
LoyalRP	6	64	25000	X	Nina
PowerRP	0	82	30000	O	Nina, Hero
IronHR	8	45	3500	X	Ox
SpineHR	15	120	30000	X	Ox
Club	6	30	2500	X	Ox
GiantHR	12	60	4500	X	Ox
FlameHR	8	120	40000	O	Ox
RageHR	8	75	8000	O	Ox
Mallet	1	255	30000	X	Ox
StarHR	8	210	-	O	Ox
Stick	1	5	150	X	Bleu
Cane	2	8	6000	O	Bleu
BoneCN	4	14	2680	X	Bleu
EvilCN	6	20	4000	X	Bleu
IcyCN	10	30	8300	O	Bleu
GlowCN	8	100	60000	O	Bleu
Pole	2	12	80	X	Gobi
Pike	4	24	2500	X	Gobi
Javelin	3	34	4000	X	Gobi
OldSP	5	42	6000	X	Gobi
HeroSP	4	56	7500	X	Gobi
Trident	6	74	10000	O	Gobi
Sleeper	8	100	4000	X	Gobi
DigCW	2	42	5000	X	Mogu
RustCW	4	60	7000	X	Mogu
IronCW	3	74	10000	X	Mogu
IcyCW	3	88	15000	O	Mogu
MystCW	1	120	30000	X	Mogu
ThrowDR	1	20	1000	X	Karn
Dagger	2	32	2000	X	Karn
Dart	2	46	3000	X	Karn
Tri-DR	6	54	4000	X	Karn
PowerDR	7	66	5500	X	Karn
FlameDR	7	74	7000	O	Karn
SilverDR	6	10	10000	X	Karn
IcyDR	9	75	7000	O	Karn
DarkDR	1	140	40000	X	Hero, Karn
BronzBW	2	14	500	X	Bo
ShortBW	4	20	1000	X	Bo
LongBW	5	28	2600	X	Bo
SteelBW	5	35	4000	X	Bo
PoisonBW	6	42	5000	X	Bo
SharpBW	7	54	7000	X	Bo
MoonBW	1	66	8000	X	Bo
JadeBW	8	80	10000	X	Bo
Tri-BW	12	96	12000	X	Bo
DwarfBW	1	150	20000	X	Bo
HeroBW	8	220	30000	X	Bo
B.Rang	2	60	-	X	Hero
Rang	2	18	-	X	Hero
Tri-Rang	2	150	-	X	Hero

SD - Sword/RP - Rapier/HR - Hammer/CN - Cane/SP - Spear/CW - Claw/DR - Dagger/BW - Bow

**ITEMS - O/X ----------Weapons marked with an "o" can be used as Items during battle.*

ARMORS/SHIELDS

NAME	WEIGHT	DP	PRICE	USER
Robe	1	2	10	Hero, Bleu
SuedeCP	4	5	240	Hero, Bleu
Dress	25	8	1000	Nina, Bleu
MetalAR	10	39	9000	Hero, Bo, Ox, Mogu
SilkGN	4	15	2800	Nina, Bleu
Cloth	1	1	10	All
LightCL	1	68	30000	Nina, Bleu
Gown	1	18	2000	Nina, Bleu
ArmPad	2	8	300	Hero, Bo, Gobi
WolfSkin	11	80	50000	Bo
RangerVT	8	40	5000	Hero, Bo, Gobi
BronzAR	9	25	3600	All except Nina
PlateAR	4	24	3400	Hero, Bo, Karn, Gobi, Ox, Mogu
FlameAR	10	82	28000	Hero, Mogu
PrisnCL	2	10	10	All
IcyAR	10	80	26000	Hero, Bo, Ox
WorldML	11	75	22000	Hero, Bo, Ox, Mogu
SpineCL	10	60	8000	Gobi
ThiefCL	4	30	2500	Hero, Karn
EvilRB	1	90	9990	Nina, Bleu
SuedeGN	6	10	500	All
SuedeAR	7	14	750	Hero, Bo, Karn, Gobi, Ox, Mogu
ChainML	2	20	2000	Hero, Bo, Ox,
IronML	9	27	5000	Hero, Bo, Ox
WoolRB	2	25	5000	Nina, Bleu
SuedeRB	2	35	6000	Nina, Bleu
LifeAR	8	115	30000	Hero,
PowerAR	8	84	2000	Nina, Bleu
QuartzAR	9	50	10000	All
AngleAR	3	76	30000	Nina, Bleu
GuruCT	0	70	20000	Bleu
WorldAR	9	80	12000	Ox, Mogu
SageML	14	25	3000	Hero, Bo, Karn, Gobi, Ox, Mogu
MystRB	8	60	6000	Hero, Nina, Bleu
EarthRB	8	88	1000	Hero, Bo, Gobi, Ox, Bleu, Mogu
AgileAR	0	92	10000	Nina, Bleu
HuntCL	4	16	1500	Hero, Bo, Karn
ClearCL	0	100	10000	Nina, Bleu
DragonAr	0	110	-	Hero
Wrist	2	10	700	All
IcySH	5	30	4000	All
ProSH	5	32	5000	Hero, Bo, Karn, Gobi, Ox, Mogu
LoveBR	0	0	12000	Nina, Bleu
WindBR	0	0	4000	Nina, Bleu
RubyBR	0	0	30000	Nina, Bleu, Mogu
DarkBR	0	0	100	Karn
MystSH	5	48	20000	Hero, Bo, Ox, Mogu
Glove	6	20	3000	Bo
TrapGrd	4	40	10000	Karn
LightSH	10	36	4000	Nina, Bleu
MagicRG	0	0	2500	Nina, Bleu
Bandage	1	5	500	All
SilverBR	0	0	10000	All
ColdSH	15	50	10000	Hero, Bo, Ox
HuntGL	8	30	4500	Bo
MaskSH	8	65	20000	All
DragonSH	5	128	-	Hero
FlameSH	5	52	50000	Hero, Bo, Karn, Gobi, Ox, Mogu
StarSH	2	70	29000	Hero, Bo, Karn, Gobi, Ox, Mogu
SkySH	1	15	300	Nina
SuedeHT	3	6	200	All
Visor	2	6	800	Hero, Bo, Karn, Gobi, Ox, Mogu
HairBand	2	8	1000	Nina, Bleu
Tiara	2	10	1500	Nina, Bleu
ChainHT	8	25	2500	All
G.Tiara	5	2	20000	Nina, Bleu
EchoHT	3	28	2000	All
IronMask	7	30	4000	Ox
StoneHT	16	48	6000	Mogu
GoldHT	6	14	20000	All
FaceMask	6	35	6000	Hero, Karn, Mogu
AgileHT	1	42	5500	All
NiceHT	3	6	600	All
MystSF	0	0	100	Nina, Bleu
DivingHT	6	32	4000	Gobi
GaiaMask	4	36	8000	Hero, Ox, Mogu
HeadGear	5	16	2800	All
CursedHT	20	62	100	All
ShellHT	1	25	2000	Gobi
StrawHT	1	2	200	All
IronHT	6	32	7000	Hero, Bo, Karn, Gobi, Ox, Mogu
TideHT	0	0	1111	All
SkullHT	10	25	1420	All
PowerHT	3	44	20000	Gobi, Karn
Domino	7	42	30000	Nina, Bleu
HornHT	6	37	5000	Hero, Bo, Karn, Gobi, Ox, Mogu
Bandana	1	5	400	All
Turban	1	11	2000	All
LoveHT	10	64	100	Nina
BronzHT	4	10	1200	Hero, Bo, Karn, Gobi, Ox, Mogu
SunHT	8	12	2500	Hero, Bo, Karn, Gobi, Ox, Mogu
WolfHT	4	12	1332	Bo
IcyHT	6	16	-	Hero, Bo, Ox
DragonHT	1	80	-	Hero
SkullRG	0	10	100	All
SmartRG	0	0	1111	All
DreamRG	0	0	1000	All
WoodSH	2	5	300	Hero, Karn
Gauntlet	1	8	800	All
SuedeSH	1	2	150	All
GuardSH	10	32	10000	All except Bleu
Bracelet	3	12	1200	Nina, Bleu
IronSH	4	12	1000	Hero, Bo, Karn, Gobi, Ox, Mogu
BronzSH	3	8	500	Hero, Bo, Karn, Gobi, Ox, Mogu
MetalSH	5	16	1400	Hero, Bo, Karn, Gobi, Ox, Mogu
FlameSH	8	38	12000	Hero, Ox, Mogu
IronSL	5	22	2000	Gobi
MetalSL	5	25	3000	Gobi

AR - Armor/GN - Gown/GL - Glove/ML - Mail/SH - Shield/BR - Bracelet/RG - Ring/SF - Scarf/RB - Robe/CL - Clothes/HT - Helmet/SL - Scale

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BREATH OF FIRE

MONSTER'S NAME	
HP	Hit Points
AT	Attack Power
EX	Experience
G	Gold

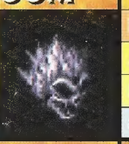
WIZARD	
HP	180
AT	40
EX	1000
G	700

FLEA	
HP	15
AT	5
EX	3
G	4

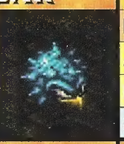
AVIAN	
HP	3000
AT	270
EX	1400
G	1600

STOOL	
HP	25
AT	20
EX	40
G	20

GLOOM	
HP	12
AT	18
EX	5
G	12

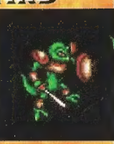


BEAK	
HP	14
AT	18
EX	8
G	8



CREEP	
HP	25
AT	8
EX	8
G	8

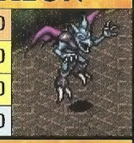
ZARD	
HP	35
AT	55
EX	60
G	45



MORTE	
HP	120
AT	65
EX	280
G	200

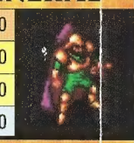
MORTEA	
HP	230
AT	90
EX	280
G	200

TALON	
HP	700
AT	70
EX	400
G	190



BAIN	
HP	1800
AT	100
EX	1020
G	360

GENERAL	
HP	250
AT	110
EX	1200
G	300



GREMLIN	
HP	1200
AT	140
EX	1400
G	800

WISP	
HP	730
AT	90
EX	1200
G	300

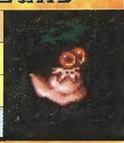
POG	
HP	280
AT	80
EX	1400
G	800

ZOMBIE	
HP	25
AT	42
EX	70
G	36

SLIME	
HP	12
AT	2
EX	1
G	3

S.RIDER	
HP	45
AT	60
EX	120
G	90

BLURB	
HP	50
AT	46
EX	40
G	20



LANCER	
HP	100
AT	58
EX	120
G	100

BOWMAN	
HP	180
AT	64
EX	140
G	100

RUGA	
HP	3500
AT	200
EX	2520
G	1200

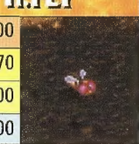
WARHOG	
HP	50
AT	60
EX	160
G	80

AMEBLOB	
HP	75
AT	48
EX	60
G	45

BULLA	
HP	20
AT	8
EX	3
G	4

ROACH	
HP	180
AT	78
EX	460
G	200

H.FLY	
HP	1000
AT	170
EX	5600
G	6400



EYESPY	
HP	1600
AT	100
EX	2800
G	2800

OCTO	
HP	1800
AT	160
EX	6000
G	1500

SQUID	
HP	1000
AT	155
EX	6000
G	4200

SANDWORM	
HP	1600
AT	180
EX	1200
G	1200

CLOUD	
HP	1400
AT	120
EX	4800
G	1200

SCORP	
HP	70
AT	70
EX	120
G	60

MAGE	
HP	85
AT	40
EX	140
G	70

PRICKLE	
HP	90
AT	65
EX	40
G	20

ARCHER	
HP	180
AT	92
EX	560
G	180

FLY	
HP	45
AT	92
EX	40
G	20

SPEARMAN	
HP	150
AT	84
EX	500
G	340

CREON	
HP	100
AT	80
EX	220
G	120

KNIGHT	
HP	450
AT	115
EX	2800
G	2000

MOTHRO	
HP	3500
AT	210
EX	6000
G	8000

MOTE	
HP	3500
AT	210
EX	5400
G	6000

SOLDIER	
HP	600
AT	160
EX	1320
G	720

GRIMFOWL	
HP	2000
AT	170
EX	4200
G	4800

PINCHER	
HP	1000
AT	190
EX	4800
G	4800

M.SLIME	
HP	600
AT	20
EX	5400
G	6000

MYST	
HP	1100
AT	80
EX	4000
G	3600

R.SLIME	
HP	66
AT	84
EX	240
G	150

FISHY	
HP	65
AT	60
EX	360
G	300

DOGFISH	
HP	140
AT	55
EX	560
G	150

MIDGET	
HP	55
AT	88
EX	80
G	40

TRONK	
HP	40
AT	26
EX	140
G	72

SANDCLOD	
HP	100
AT	90
EX	340
G	120

TENTACLE	
HP	60
AT	60
EX	240
G	150

M.SCORP	
HP	65
AT	54
EX	640
G	240

LANCERX	
HP	300
AT	100
EX	500
G	340

BOWMANX	
HP	110
AT	30
EX	280
G	90

WRAITH	
HP	220
AT	118
EX	600
G	300

RUGAX	
HP	1400
AT	170
EX	3200
G	2400

FLOWERX	
HP	2900
AT	250
EX	3200
G	3000

HORNTOAD	
HP	4000
AT	195
EX	6800
G	7000

CERL	
HP	3500
AT	225
EX	8000
G	9000

P.BUG	
HP	8
AT	5
EX	5
G	12

CHIMERA	
HP	180
AT	78
EX	560
G	180

FUNGUS	
HP	80
AT	62
EX	240
G	120

CHOPPER	
HP	100
AT	130
EX	480
G	300

K.ROACH	
HP	2800
AT	100
EX	460
G	200

PHOENIX	
HP	240
AT	128
EX	720
G	360

MORTEO	
HP	1500
AT	180
EX	3200
G	3000

SORCERER	
HP	200
AT	40
EX	600
G	200

TOAD	
HP	2300
AT	330
EX	6000
G	1500

ROGUE	
HP	2000
AT	100
EX	6520
G	1200

GODA	
HP	11000
AT	235
EX	6000
G	6000

ZOG	
HP	16000
AT	240
EX	7000
G	7000

JADE	
HP	25000
AT	280
EX	8000
G	8000

SARA	
HP	15000
AT	320
EX	8000
G	8000

WARLOCK	
HP	250
AT	80
EX	1020
G	360

ZOOM	
HP	300
AT	80
EX	800
G	200

GARGOYLE	
HP	2200
AT	84
EX	1200
G	400

G.KNIGHT	
HP	50
AT	75
EX	100
G	200

SHADOW	
HP	100
AT	30
EX	120
G	60

WRAITHX	
HP	320
AT	95
EX	480
G	240

SPIDER	
HP	40
AT	40
EX	20
G	40

BLAZE	
HP	400
AT	100
EX	860
G	360

GOLEM	
HP	3000
AT	160
EX	1290
G	540

E.CHEST	
HP	45
AT	65
EX	860
G	360

D.FLEA	
HP	200
AT	100
EX	280
G	90

CRAB	
HP	300
AT	180
EX	1020
G	360

FLOWER	
HP	700
AT	140
EX	1800
G	600

G.SLIME	
HP	120
AT	120
EX	800
G	300

SLIMEX	
HP	2000
AT	510
EX	9999
G	9999

BUZZER	
HP	100
AT	100
EX	130
G	50

FROG	
HP	180
AT	20
EX	500
G	350

KNIGHT	
HP	390
AT	45
EX	700
G	500

DOGFISHX	
HP	300
AT	120
EX	560
G	180

BLAZEX	
HP	2400
AT	120
EX	840
G	200

AMEBLOBX	
HP	400
AT	75
EX	640
G	240

NAUTULIS	
HP	200
AT	128
EX	700
G	300

WIDOW	
HP	300
AT	164
EX	1400
G	450

M.FLEA	
HP	100
AT	120
EX	1680
G	400

CRAWLERX	
HP	80
AT	80
EX	250
G	150

MIMIC	
HP	300
AT	140
EX	800
G	3000

WARHOGX	
HP	280
AT	140
EX	1360
G	480

FIREHEAD	
HP	240
AT	140
EX	1400
G	1000

BULLY	
HP	45
AT	100
EX	120
G	60

CLAW	
HP	2500
AT	168
EX	1200
G	400

PINCHERX	
HP	1700
AT	155
EX	1800
G	600

CREONX	
HP	120
AT	100
EX	600
G	400

PERIL	
HP	2800
AT	100
EX	460
G	200

D.RIDER	
HP	44
AT	65
EX	50
G	30

GHOUL	
HP	280
AT	130
EX	700
G	300

CACTUS	
HP	54
AT	90
EX	130
G	50

CACTUSX	
HP	70
AT	60
EX	360
G	270

ICU	
HP	2500
AT	120
EX	1290
G	540

ENTITY	
HP	700
AT	120
EX	1680
G	800

D.KNIGHT	
HP	180
AT	148
EX	780
G	300

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SPELLS

NAME	AP	EFFECT
Cura1	3	This cure spell recovers as many as 50 Hit Points.
Fort	6	Increase the defense of a party member by 20 points.
Heal	5	This spell heals warriors from a variety of ailments.
Lk-Up	6	A warrior's luck in battle increase by 20 points.
ATK-Up	15	Recover 50 Hit Point in battle with this spell.
Cura2	6	Use this spell to recover 100 Hit Points.
Hold	8	Make an enemy freeze in its tracks with this spell.
Ag-Up	8	Increase the agility of a warrior by 20 points.
Zom1	5	This spell hits zombies with 120 points of damage.
Cura3	15	A warrior recover 250 Hit Points with this spell.
Warp	2	Use this spell to transport to another location.
Renew	10	This spell revives defeated warriors.
Idle	5	Decrease an enemy's agility by 20 points.
Shield	8	This spell decrease the damage to one warrior by 40%.
Cura4	20	Recover all of the Hit Points for one warrior.
Zom2	15	Cast this spell on a zombie for 180 points of damage.
FortX	14	This spell increases the party's defense by 20 points.
Hush	6	This spell blocks the spell of enemies for 1-4 turns.
Dispel	20	This spells stops magic use on both sides of a battle.
RenewX	30	This spell revives a warrior and recovers all Hit Points.
CuraX	30	All party members are recovered by 250 Hit Points.
Wall	15	Block the spells of an enemy with this defensive measure.
ZomX	35	Every zombie in a battle will receive 300 points of damage.
Exit	20	Transport from a dungeon with this spell.
Flare	3	This fire spell causes 20 points of damage.
Spark	4	Bring down a thunderbolt for 25 points of damage.
Cold	5	A blast of icy air will cause 30 points of damage.
3.5	3	This Richter Scale reading causes 30 points of damage.
Para	10	Stop time for a single enemy with this spell.
Bomb	5	Fire an energy ball at an enemy for 35 points of damage.
Sap	1	This spell drains 10% or 30 points of enemy Hit Points.
Rub	20	This spell completely destroys some weak enemies.
Flame	6	Cause 40 fiery points of damage upon an enemy.
Fry	10	This lightning spell causes 80 points of damage.
Frost	9	Icy air freezes an opponent for 60 points of damage.
5.5	8	A strong quake rocks enemies for 50 points of damage.
Boom	11	Energy balls drop on all enemies for 70 damage points each.
F.Ball	9	Bleu's fire spell causes 90 points of damage.
Storm	11	This spell rains down on all enemies with 95 damage points.
Chill	12	This strongest of the cold spells causes 100 damage points.
Flee	20	Run from some encounters with this spell.
9.5	15	This shocker causes 80 points of damage to every enemy.
Blast	18	An energy ball hits an enemy for 110 points of damage.
Gale	24	Lightning hits every enemy for 130 damage points.
Ice	30	Every enemy receives 150 damage points with this cold front.
Char	36	A dragon blasts every enemy with 180 points of damage.
Nova	42	An explosion blasts every enemy for 200 damage points.
IceX	48	The opponents are fast frozen for 250 damage points.
FireX	30	This barn burner causes 350 damage points for every enemy.
Drain	2	This spell drains 10% or 30 points of Magic from an enemy.
BoltX	30	The most powerful bolt spell causes 400 points of damage.
NovaX	54	This strong spell causes 300 damage points.
Comet	5	This spell hits every enemy for 400 damage points.

ITEMS

NAME	PRICE	EFFECT
Herb	10	Recover 50 Hit Points with this item.
Cure	2000	A warrior recovers all Hit Points.
Antdt	15	This item cures a warrior from poison.
Acorn	30	Recover 20 Magic Points.
M.Drop	10000	This item recovers all party Hit Points.
T.Drop	20	Heal a warrior from a zombie spell.
Charm	150	Take a curse off of a warrior.
Life2	1000	This item brings a warrior back from defeat.
Mrbl1	1000	Use this item in a fight for a strong blow.
Mrbl2	10000	This item causes a stronger blow than Mrbl1.
Mrbl3	10	Keep enemies away for a short time with this item.
Worm	50	One type of bait for fishing.
Worm2	100	A more reliable fishing bait.
Shrimp	200	This bait works well.
Urchin	300	This is an even better type of bait.
Shell	500	The best and most expensive fishing bait.
Apple	100	Recover 20 Hit Points with this item.
ProtnA	300	Use this to increase a warrior's attack power.
Antler	100	This will make a warrior recover from poison.
W Meat	800	All members of the party will recover 150 Hit Points.
Life	500	A warrior is brought back from defeat with 1 Hit Point.
Meat	100	All members of the party will recover 70 Hit Points.
B.Stn	20	This sends a thunderbolt down on an enemy.
F.Stn	20	Burn an enemy in a battle with this item.
C.Stn	40	Icy air will hit an enemy when you use this item.
Smoke	100	This item will allow you to run from most encounters.
DkKiss	200	The Dark Kiss can completely annihilate some enemies.
Cure2	3250	All members of the party will recover 250 Hit Points.
ProtnB	300	This vitamin enriched item increase attack power.
Sash	10	Increase the attack power of a warrior by 10 points.
W.Ptn	10	Increase the wisdom of a warrior by 1 point.
S.Ptn	10	Increase strength by 1 point.
HrGlas	—	Change day into night or night into day.
Slab	—	A message is written on this item.
E.Key	—	One of the Goddess Keys.
Clog	—	Increases power by 10 points.
A.Ptn	20	Increases a warrior's agility by 1 point.
L.Ptn	10	This item increases a warrior's luck by 1 point.
V.Ptn	10	Increases a warrior's vigor by 1 point.
DrWarp	—	The Dragon's Warp.
Remedy	—	Use this item as a cure.
WtrJr	—	This Jar holds an incredible amount of Cleansing Water.
Saw	—	Forged from Iron Ore, this item can cut into a forest.
Tablet	—	Use the Tablet to enter the floating island of Agua.
Ring	—	This valuable piece of jewelry has special powers.
*WtrJr'	—	This Jar holds a special type of water.
KngKey	—	This key re-activates the Stone Robot.
Pouch	1000	This Pouch cannot be stolen.
GnPwdr	—	Use this Gun Powder to blow up big rocks in Auria.
LtKey	—	One of the Goddess Keys.
DkKey	—	One of the Goddess Keys.

NAME	PRICE	EFFECT
Mirror	—	This item is connected to the world of Spirits.
Book	—	Karn will learn transformation from this tome.
Srdine	50	A warrior recovers 50 Hit Points.
Mackrl	100	Eat this to recover from poison.
Sole	250	Recover 100 Hit Points with this delicacy.
Trout	500	Recover 150 Hit Points and take away poisons.
C.Fsh	750	This item recovers 200 Hit Points and afflictions.
Snapr	1000	Recover 400 Hit Points and afflictions.
Tuna	2000	Recover from afflictions to full Hit Point potential.
Puffer	5000	This fish is poisonous. Do not eat it.
Rod1	1000	Use this item bait to catch fish.
Rod2	2000	This stronger Rod catches bigger fish.
Rod3	5000	The second best Rod for lake and ocean fishing.
Rod4	10000	The best Rod for lake and ocean fishing.
Rod5	—	With this Rod, you can fish in a well.
I.Ore	—	Bring this to blacksmith to make a Saw.
Key	—	This item allow you into a cave to get a Ring.
Vitamn	500	Use this special elixir as an antidote.
Statue	—	This silver Statue can be used to wake Bleu.
OldEgg	—	Drop this into a volcano to bring forth monsters.
Goods	—	The Goods from Gant can be exchanged for Gills.
Egg	—	This egg attracts GrimFowls.
Sphere	—	This changes Gobi into a Fish (underwater only.)
Gills	—	This allows you to go underwater.
G.Bar	50000	You can purchase Gold Bars in Auria.
Icicle	—	Use this item to cool the hot air in the desert.
Fife	—	This instrument will give you access to Krypt.
Pass	—	You'll need this in order to enter Scande.
B.Part	—	The Broken Part must be repaired.
Parts	—	These items are needed to enter the tower in Scande.
D.Hrt	—	This mysterious item has unknown powers.
Map	—	Pick up the Map in Romero to see the world around you.
List	—	This is a list of weapons.
Wtzit	—	This strange item has an unknown use.
Note1	—	This is a note from the old man who collects weapons.
Note2	—	This is a note from the old woman who collects weapons.
I.Claw	—	You'll need this to make a hole and enter the Guild.
TmKey	—	One of the Goddess Keys.
B.Rang	—	You'll find this Broken Boomerang in the Krypt.
SkyKey	—	One of the Goddess Keys.
Cowl	—	This allows you to understand the people of Tunlan.
Bolster	—	Use this to enter Mogu's dream.
Maestro	—	This instrument allows you to communicate in Tunlan.
G.Fly	—	Toads love this huge Golden Fly.
Oil	—	This is the Oil of a Toad.
M.Cura	—	This is a strange medicine from rats.
Melon	100	Recover full Hit Points with this item.
Fruit	—	This is a delicious fruit with a sweet smell.
P.Fish	10	This fish is poisonous. Don't eat it.
Root	—	Dig around the roots of a tree in Gramor for this medicine.
C.Nut	10	Recover 20 Hit Points with this item.
W.Ant	3000	Recover 20 Magic Points.
Ptnx9	—	A doctor in Carmen prescribes this as a cure for amnesia.

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